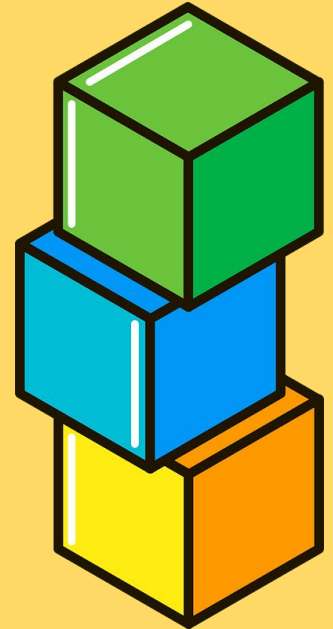
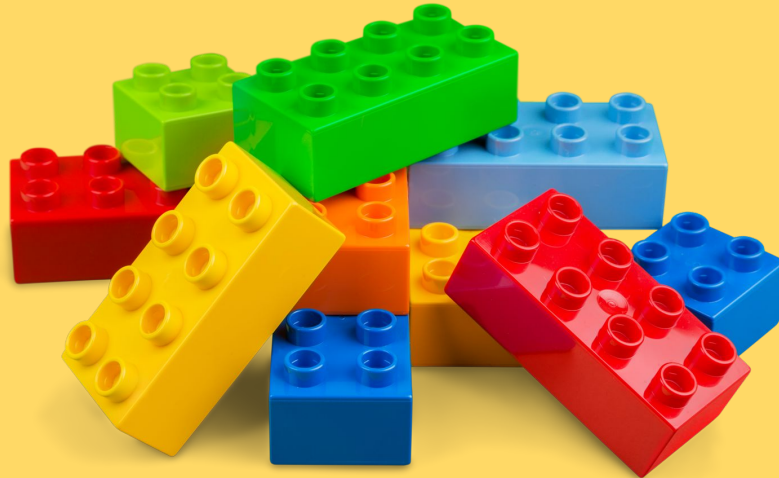


# Building Blocks Storyboard

*By: Alyssa Cole, Amara Pace, Juan Osorio Jimenez, Marcelo  
Alderete, Naji Mohamed*



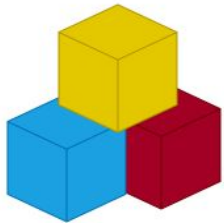
This is the first page you are taken to when you first open up the application.



## GUI For Building Blocks

When you click on a button, it will take you to the corresponding game.

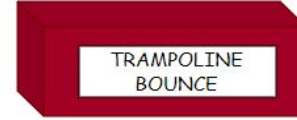
### BUILDING BLOCKS



This button will take you to a game where you match uppercase letters to lowercase letters.



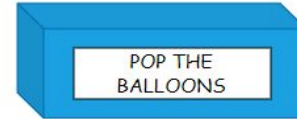
Match the shape to the corresponding shape.



In this game, you'll have to use your mouse to balance on a trampoline.



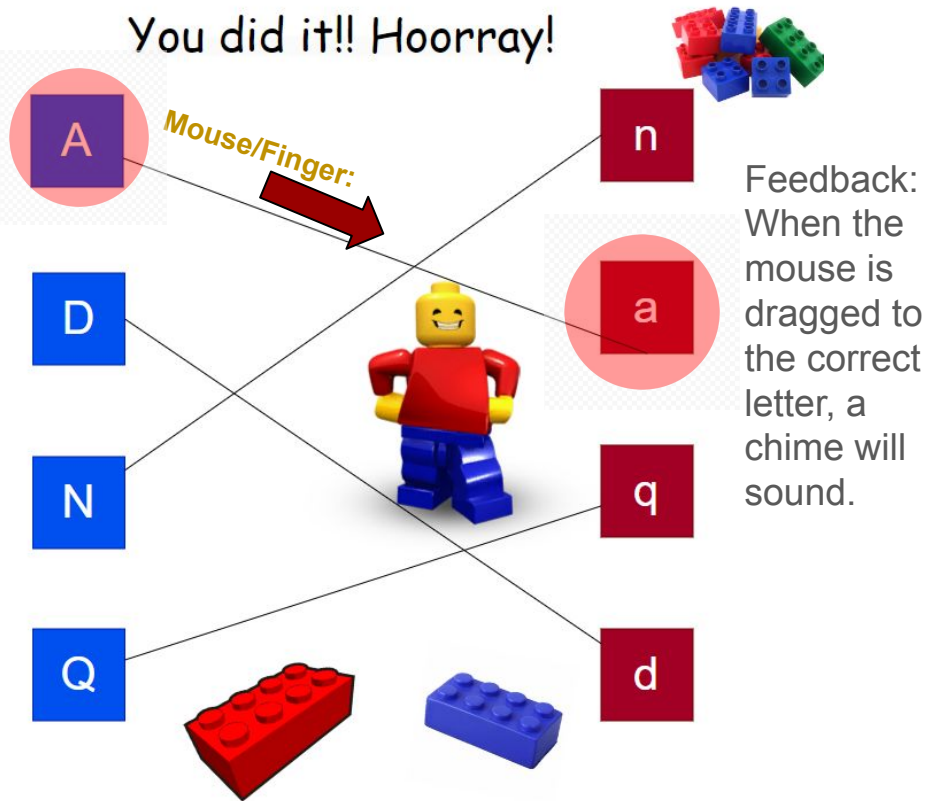
In this game, you stack blocks vertically until you reach 30 blocks stacked without knocking them over.



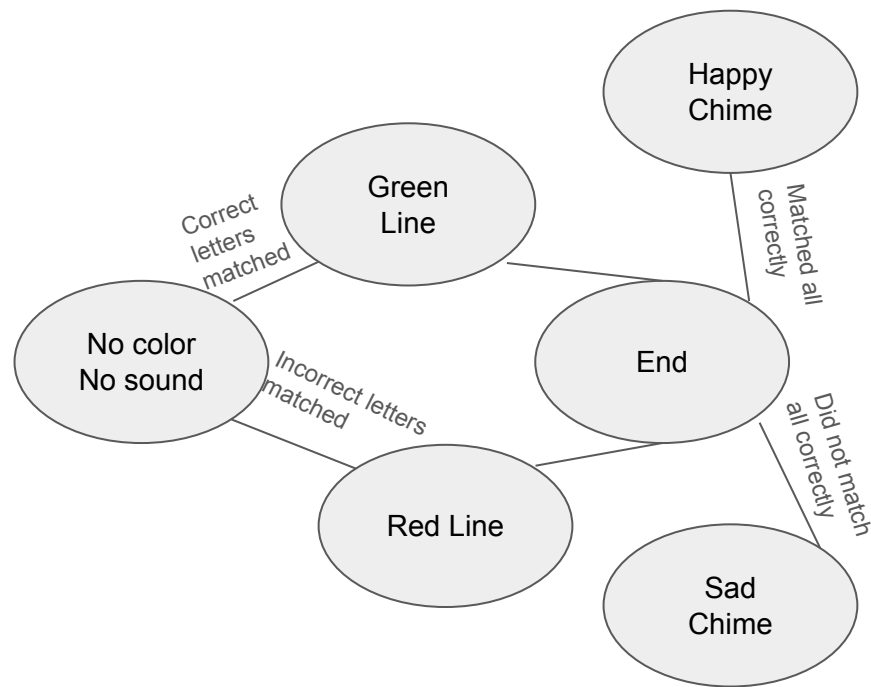
The objective of the game is to pop all of the balloons present on the screen.

# Game name: Letter Matching!

You did it!! Hoorray!

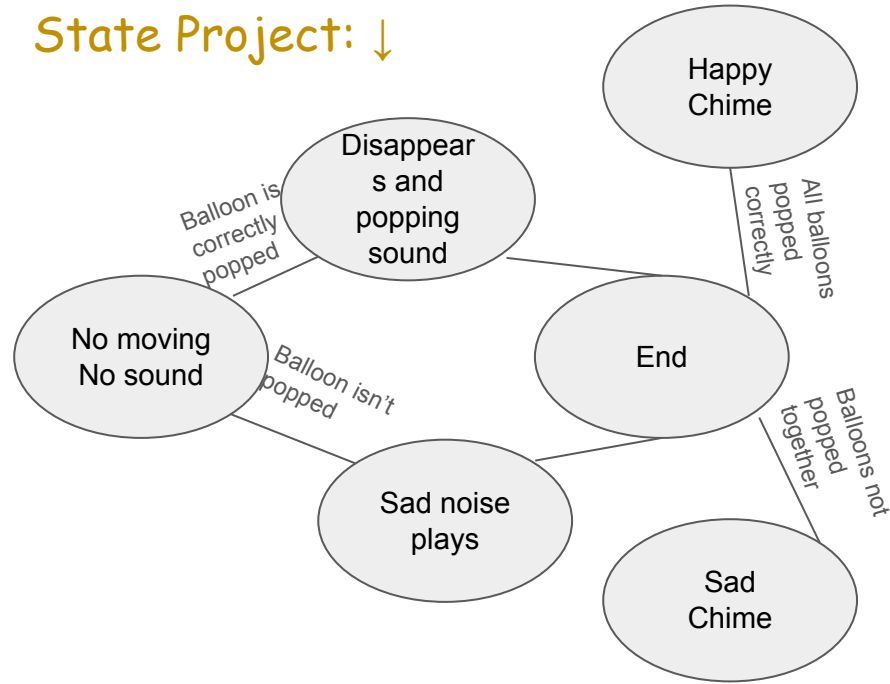


State Project: ↓



# Game Name: Pop The Balloons

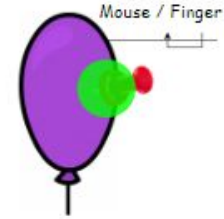
State Project: ↓



## Pop The Balloons



Pop the balloons until the timer runs out!

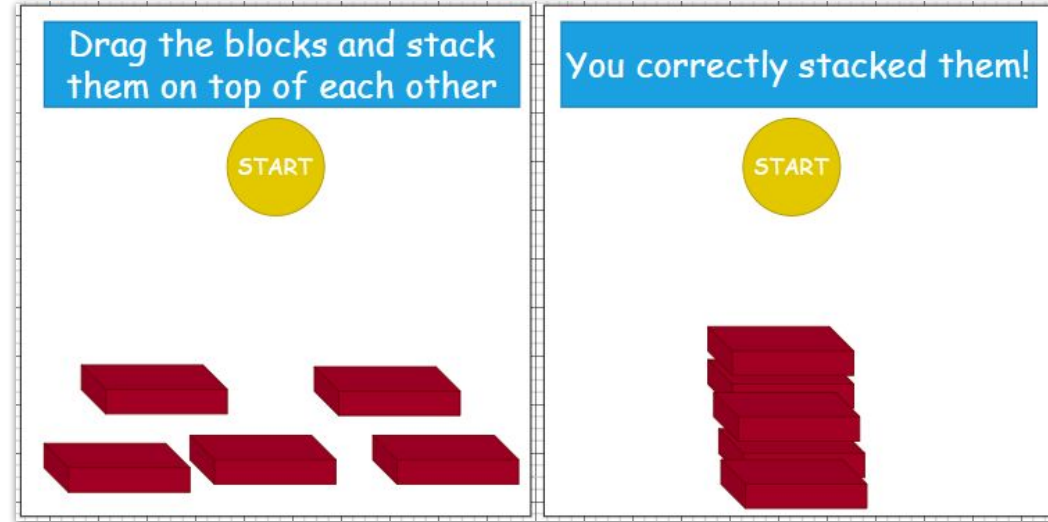


Feedback: After the balloon is popped a sound will be heard and the balloon will be gone



# Block Stack: Interactive Gravity

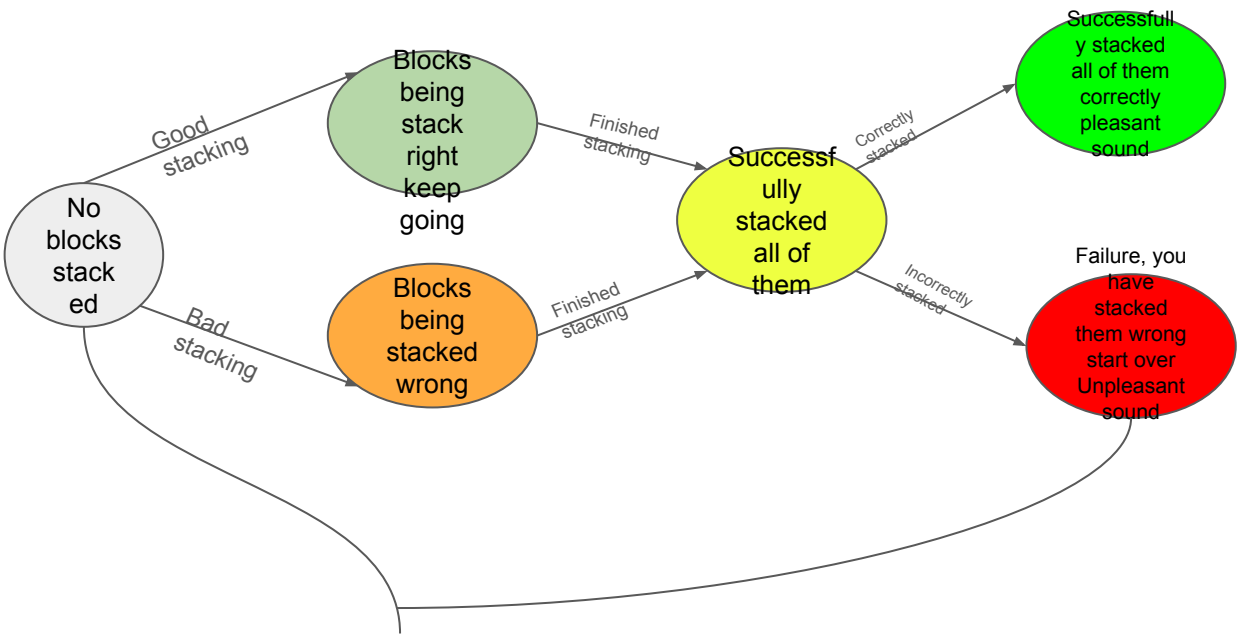
[INSERT STATE PROJECT HERE]



Feedback: The game begins when the start button is clicked.

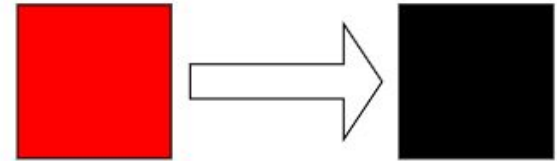
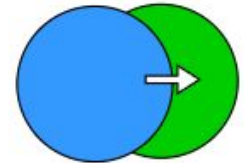
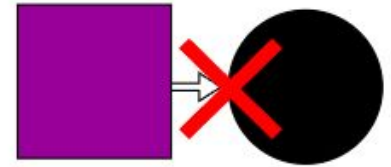
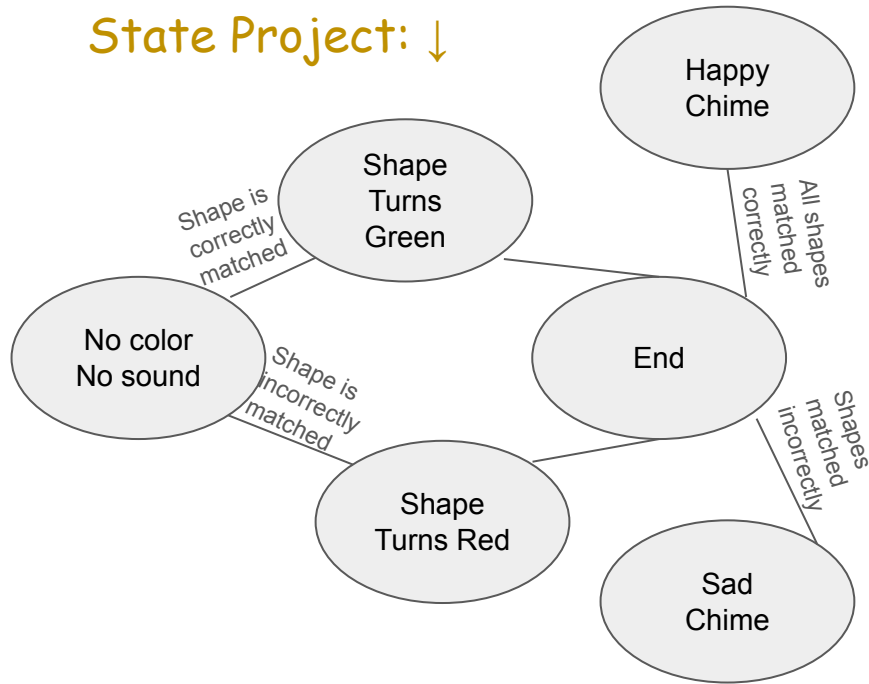
Feedback: Then available blocks or newly created ones are stacked vertically to build a tower.

Feedback: the game ends when you stack about half of the blocks vertically without tipping over



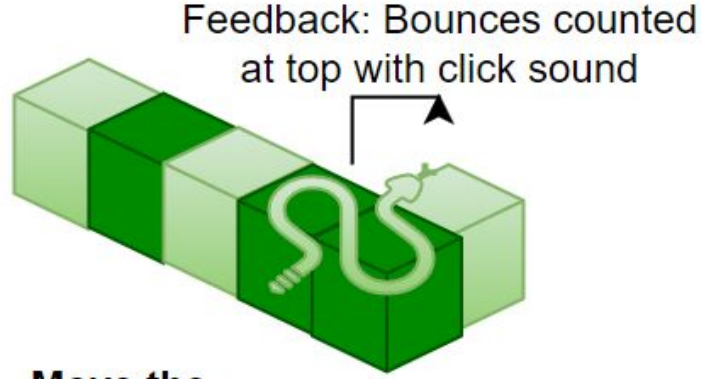
# Game name: Shape Sorting!

State Project: ↓

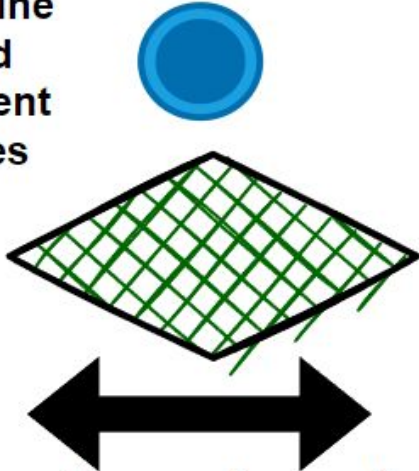


Feedback: When shapes are correctly matched, a happy sound is chimed. When incorrectly matched, a sad sound is chimed.

# Game Name: Trampoline Bounce

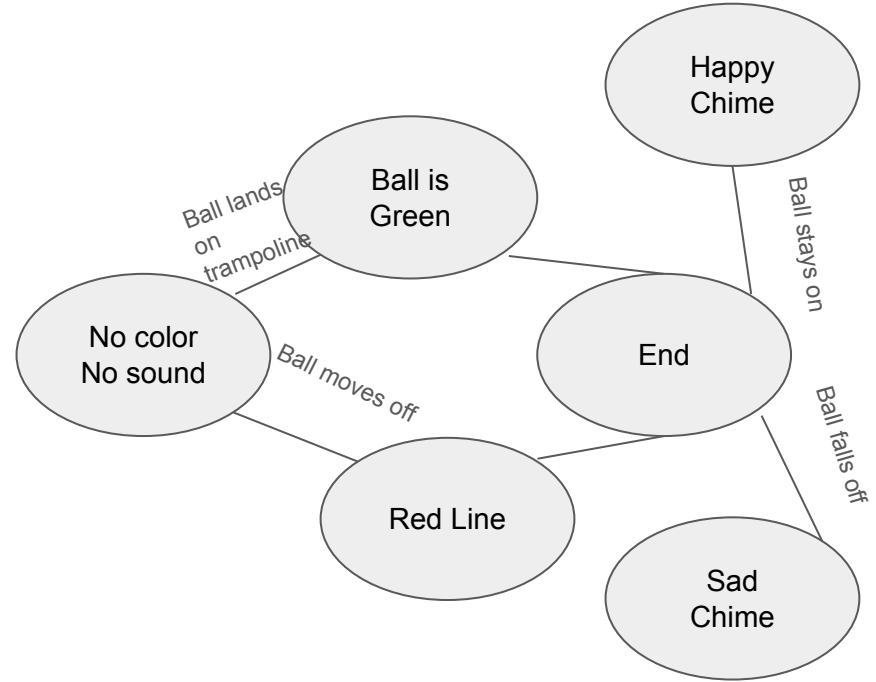


**Move the Trampoline to land Consistent bounces**



**Mouse to move trampoline**

**State Project: ↓**







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A1	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V
6							PHASE ONE															
7							WEEK 1 OCT 7-12					WEEK 2 OCT 14-19					WEEK 3 OCT 21-26					
8		TASK TITLE	TASK OWNER	START DATE	DUE DATE	DURATION	M	T	W	R	F	M	T	W	R	F	M	T	W	R	F	M
9		Project Conception and Initiation																				
10		Design GUI		9/15/24	9/30/24	5 Days																
11		Design Exercise One		9/15/24	9/30/24	5 Days																
12		Design Exercise Two		9/15/24	9/30/24	5 Days																
13		Design Exercise Three		9/15/24	9/30/24	5 Days																
14		FeedBack		9/15/24	9/30/24	5 Days																
15		Implementation		9/15/24	9/30/24	5 Days																
16		Exercise 1:																				
17		Define GUI Components		10/7/24	10/7/24	1 Day																
18		Define Interactions		10/8/24	10/8/24	1 Day																
19		Define Feedback		10/9/2024	10/9/24	1 Day																
20		Implementation		10/10/24	10/12/24	3 Days																
21		Exercise 2:																				
22		Define GUI Components		10/14/24	10/14/24	1 Day																
23		Define Interactions		10/15/24	10/15/24	1 Day																
24		Define Feedback		10/16/2024	10/16/2024	1 Day																
25		Implementation		10/17/24	10/19/24	3 Days																
26		Exercise 3:																				
27		Define GUI Components		10/22/24	10/22/24	1 Day																
28		Define Interactions		10/22/24	10/22/24	1 Day																
29		Define Feedback		10/23/2024	10/23/2024	1 Day																
30		Implementation		10/24/24	10/26/24	3 Days																
31																						
32																						
33																						
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